



Posts: 380

OFFLINE

Which is worse, ignorance or apathy?Who knows?Who cares?  
I hope shadowfiend will still be able to do damage in 3.1., it's my second "nuke" button next to Inner Focus!

Leap of faith:  
Good news everyone, we can now heal stupidity!  
<http://armory.wow-europe.com/character-sheet.xml?r=Drak%27thul&cn=Brokolice>

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PROFILEEMAIL

Jagang

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Sat Mar 06, 2010 4:46 am

Shadow Priest  
Joined: Fri May 04, 2007 12:54 am  
Posts: 145

OFFLINE

Yes, thank you for unleashing your rage on me Griemak. =) It has been years since I saw someone destroyed on these forums, it just so happened to be me. =P  
We all make our own mistakes, let this be my lesson on forum etiquette.

I admit, I was too passionate about the possibility, and made up fictitious numbers to try to prove my point. That parse was utterly horrible, I admit, for VT, and not regular of me, as I usually do compete with top parses, but horrible nonetheless. I could blame a multitude of things, but rather not make excuses. Sorry for the misleading information, now I can help with the actual topic at hand.

The use of **MB** still, even with or without a "rotation" that I suggested before **is** still as a filler.

IE, if you have a little time before a refresh, **MB**, instead of flay.


So basically I am currently VT'ing, DP'ing, then Flay spamming (unless replenishment **is** needed).

If there **is** -2 secs before the next VT, I **MB** instead of Flay. This **is** the best use for **MB**, as that filler.  
As my above posts suggested, I also tried to cast **MB** when DP **is** -1 sec from refresh, so I didn't push it back an extra second due to a full flay.

To be honest, in my opinion, it will be a loss of dps casting it more than these 2 circumstances.

1) Loss from making a harder weaving of spells.  
2) Casting **MB** too much, and possibly having a VT refresh come up in 2 secs, with a **MB** on cd from spamming it, where normally there would have been 3 seconds, perfect for a flay+VT cast time.

So VT and DP refresh --> Flay --> **MB** for gcd fillers.



Jagalicious

Level 80 Troll Priest

<Unholy Trinity> of Burning Blade

14 / 0 / 57

450 Enchanting

450 Engineering

3400 Spell Dmg

32.08% Spell Crit

25.56% Haste

11.06% Spell Hit

407 Spirit

<http://www.siglaunch.com/>


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PROFILE

griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 08, 2010 6:05 am



Shadow Priest  
Joined: Tue Feb 17, 2009 9:02 pm  
Posts: 525

OFFLINE

I didn't realize my posts came off as "angry" or "rage"... I do apologize, was really doing nothing more than number crunching and logic debate. I fail to see the emotion behind it all, as such, I may be in a "colder" tone in relation to others.

Essentially, the "**MB** as a filler" was pretty much the "read between the lines" definition for when to cast it. I really don't have any numbers one way or the other, but do agree that it "feels" more correct... though it may not be, for even a poorly 2 tick clipped MF used as a short-time filler offers a fair amount of DPET as well 😞

Harb\_ID, I do believe it **is** possible. SW:D casting **is** set to this within Simulationcraft, I'll muck around later if Dedmanwokeen or Althor don't post sooner with much more accurate information 😊 There **is** a dot.Vampric\_Touch.remain value which can be tested to see if a MF cast will fit or not, just need to figure out if MF's cast time has something to test against within a **MB** action listing.



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PROFILE

EMAIL

griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 08, 2010 6:27 pm

Using Trevar's Profile

Default action list within Simulationcraft - 500 seconds

DPS: 11,172

# of casts per fight over 10,000 iterations

MB : 55.0

MF: 178.5

Code:

```
actions=flask,type=frost_wyrm
actions+=/food,type=fish_feast
actions+=/fortitude
actions+=/divine_spirit
actions+=/inner_fire
actions+=/shadow_form
actions+=/vampiric_embrace
actions+=/snapshot_stats
actions+=/speed_potion
actions+=/shadow_fiend
actions+=/shadow_word_pain,shadow_weaving_wait=1,if=!ticking
actions+=/vampiric_touch,if=!ticking
actions+=/vampiric_touch,if=dot.vampiric_touch.remains<cast_time
actions+=/devouring_plague,if=!ticking
actions+=/mind_blast,if=(use_mind_blast=1)&(spell_haste>0.67)
actions+=/mind_blast,if=(use_mind_blast=2&recast_mind_blast=1)&(spell_haste>0.67)
actions+=/shadow_word_death,mb_min_wait=0.3,mb_max_wait=1.2,if=(use_shadow_word_death>0)&(spell_haste>0.67)
actions+=/arcane_torrent
actions+=/mind_flay
actions+=/shadow_word_death,moving=1
actions+=/dispersion
```

Action list reserving MB for use when MF is too long before the next dot refresh - 500 seconds

DPS: 11,151

# of casts per fight over 10,000 iterations

MB : 34.3

MF: 191.2

Code:

```
actions=flask,type=frost_wyrm
actions+=/food,type=fish_feast
actions+=/fortitude
actions+=/divine_spirit
actions+=/inner_fire
actions+=/shadow_form
actions+=/vampiric_embrace
actions+=/snapshot_stats
actions+=/speed_potion
actions+=/shadow_fiend
actions+=/shadow_word_pain,shadow_weaving_wait=1,if=!ticking
actions+=/vampiric_touch,if=!ticking
actions+=/vampiric_touch,if=dot.vampiric_touch.remains<cast_time
actions+=/devouring_plague,if=!ticking
actions+=/mind_blast,if=(use_mind_blast=1)&(spell_haste>0.67)&(dot.vampiric_touch.remains<2.54)
actions+=/mind_blast,if=(use_mind_blast=1)&(spell_haste>0.67)&(dot.devouring_plague.remains<1.51)
actions+=/shadow_word_death,moving=1
actions+=/devouring_plague,moving=1
actions+=/mind_flay
actions+=/dispersion
```

It's still a loss, but some very interesting things to take notice of: interval of the DoT's!

1st run, casting more MB's:

DP: 16.99 sec

VT: 10.92 sec

2nd run, reserving MB as a "squeeze" filler when MF is too long between now and a dot refresh:

DP: 16.97 sec

VT: 10.97 sec

Casting MB when off cooldown and DP/VT do not need refreshed regardless of what MF time will fit into what hole, we wind up with better DPS. This is from two sources: 1. the DPET of MB is higher, casting it more often will result in more damage and

2. the DoT uptime of VT and DP didn't improve by enough to make up the difference

Even with 5/5 Imp. MB, the cooldown is too long to use MB as a "squeeze" filler when one MF cast is too lengthy to cast before either VT or DP need refreshed. VT and DP refreshes will occur within 8 seconds of each other many times, one of these dots gets pushed back each time by more pushback than casting MB more often creating better "holes" for MF to fit into. MB > MF in BiS 264, cast it more often to increase DPS.

Real world? Reserving MB for "squeeze" situations is an excellent way to try and help increase DoT uptime. Working on increasing DoT uptime while folding MB into a more often cast priority will improve DPS the most over time, compared to a non-MB priority sequence or one where it is cast on a fixed timer (14-15 secs for Replenishment, for example)

\*\*use of the actions priority in SC may be incorrect, please check



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PROFILE

EMAIL

griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Fri Mar 12, 2010 5:01 pm



Shadow Priest  
Joined: Tue Feb 17, 2009  
9:02 pm  
Posts: 525

OFFLINE

Dropping MB COMPLETELY is much different than casting it less frequently. There are a few things to consider in the decision making:

Damage executed. MB is still a very hard hitting and well scaled spell. MF does indeed scale better with spellpower, but it's base damage is very, very low. MF also has additional talents/glyphs that it can take advantage of that MB does not. Pure math: 5,336 spell power is needed for MF to do more damage in the same amount of time than MB. That is important, because it flat out throws out any "MF scales better" based argument. That is not the reason.

Execute time. Acquiring the 4pT10 bonus: MF's base time was reduced by 17%; think of this another way, you received 558 free haste on MF. THAT'S BIG! It is huge! At 1 spell power, even with this bonus, it requires 4,285 haste from gear for MF to overtake MB, with the bonus. This is not the reason.

What about combining them together?

At the commonly misrepresented "haste cap" where 1.5 second base cast times are capped at 1.0 seconds (1,373 haste on gear plus the 5% and 3% raid buffs), it would take 5,336 spell power for MF to overtake MB.... how is that possible? Yep... THAT is the point. It is not about haste and spell power, it is about their values in relation to "delay".

It comes down to "Execution Time", the ET of DPET. THIS is where it gets UUUUUUUUGLY! Execution Time is the cast time of the current ability + any delay between the current ability and the beginning of the next. If I cast MB now with 8,000 haste and do nothing for the next 3 minutes, my execution time is 3 minutes and 1 second for Mind Blast.

Mind Blast cast time = 1 GCD. It is a "secured cast". When you cast MB, you can click/keymash the next ability nonstop without worry (EXTREME conditions could cause an interruption in theory) of cancelling or interrupting your current MB cast. This means that "Human error", "Network latency/Ping", and "Server delay/processor choking" can be greatly reduced. The effect that environment has on MB's execution time is

very, very, very small. **MB** can be executed consistently, effectively, and predictably. Mind Flay can not... well, it can actually, we have choices.

Choice 1: Use of a [nochanneling] macro. This allows predictable execution of MF, with near constant execution time. It suffers from two variables, however: Server delay and Network latency. BOTH of these can fluctuate. On a good night, good results... on a bad night, bad results. It has nothing to do with you, you have placed the state of your DPS in the hands of those who are known as "ISP" between you and the server as well as in how many people are instance raiding the same time you are. It also incurs a penalty, on top of the fluctuation, where the time for a [nochanneling] macro to execute **is** equal to MF cast + 50% latency. If the network latency and fluctuations are minimal, this choice can be the correct one.

Choice 2: Manual casting using visual queues on the cast bar of where latency **is**. Unlike **MB**, this comes down to player skill and the power of the computer they are using (FPS, USB polling, starved bus between CPU and NIC, etc). There **is** no math, no way, no how to even begin to predict how in the hell this can be computed. We can do "estimates" of how "accurate" within the latency overlay section you need to be in order for your MF channeling to be superior enough for MF to overtake **MB**, though.

Choice 1 math: The amount of the delay will be consistent between launching the next execution for both, mashing/clicking during **MB** and MF will be equal. The difference **is** the latency\*50% between the two. How much spell power does it take for MF to beat **MB** using a [nochanneling] macro at different latencies outside of bloodlust/heroism/power infusion/berserking?

$$((1025 * \text{MFCastD}) - (670.611648 * \text{MBCastD})) / ((1.0112207784 * \text{MBCastD}) - (0.492775 * \text{MFCastD}))$$

$$\text{MFCastD} = 2.49 + .5n$$

$$\text{MBCastD} = 1.5$$

$$n = \text{network latency in seconds (1 second = 1000 ms)}$$

$$\text{spell power needed} = ((1025 * (2.49 + .5n)) - 1005.92) / (1.51683 - (0.492775 * (2.49 + .5n)))$$

Ping - Spellpower

0 - 5336  
0.02 - 5464  
0.04 - 5597  
0.06 - 5735  
0.08 - 5877  
0.1 - 6025  
0.12 - 6178  
0.14 - 6338  
0.16 - 6503  
0.18 - 6676  
0.2 - 6855  
0.22 - 7042  
0.24 - 7237  
0.26 - 7440  
0.28 - 7653  
0.3 - 7875  
0.32 - 8107  
0.34 - 8351  
0.36 - 8606  
0.38 - 8875  
0.4 - 9157

Use of a [nochanneling] macro all but eliminates the possibility of **dropping MB completely**, as we are unable to reach these spell power amounts with today's gear.

Choice 2 math: PURE SPECULATION, but for many instances and circumstances could be spot on. The problem **is** we no longer have a base relationship between MF's delay and **MB's**, the two actions are **completely** independant in execution. We can only "sumimize" that **MB's** "delay" from keymashing/clicking rapidly could be as low as 0.075 seconds. What percentage of the manual MF casting do we have to "clip" to launch the next ability to defeat as much latency as possible to overtake **MB**? Reaction time not included, let us just assume that "reaction time" **is** also 0.075 seconds.

$$((1025 * \text{MFCastD}) - (670.611648 * \text{MBCastD})) / ((1.0112207784 * \text{MBCastD}) - (0.492775 * \text{MFCastD}))$$

$$\text{MFCastD} = 2.49 + Vn$$

$$\text{MBCastD} = 1.5 + 0.075$$

$$n = \text{network latency in seconds (1 second = 1000 ms)}$$

$$V = \text{percentage of accuracy the shadow priest hit within the latency overlay on their channeling/casting bar}$$

$$90\% \text{ accuracy, } V = .1$$

$$((1025*(2.49+(.1n)))-1056.21)/(1.592672726-(0.492775*(2.49+(.1n))))$$

- Ping - Spellpower
- 0 - 4092
  - 0.02 - 4108
  - 0.04 - 4125
  - 0.06 - 4142
  - 0.08 - 4159
  - 0.1 - 4176
  - 0.12 - 4193
  - 0.14 - 4210
  - 0.16 - 4228
  - 0.18 - 4245
  - 0.2 - 4263
  - 0.22 - 4280
  - 0.24 - 4298
  - 0.26 - 4316
  - 0.28 - 4334
  - 0.3 - 4352
  - 0.32 - 4370
  - 0.34 - 4388
  - 0.36 - 4406
  - 0.38 - 4425
  - 0.4 - 4443

That **is** still a lot of spellpower and requires 90% accuracy in channeling. This means that when the spark of the channel **is** equal to or less than 10% INTO the latency overlay, you have already launched the UI into the next spell.

So where does MF beat **MB**? When **MB is** delayed, which **is** REALLY easy to fix, for it **is** a "secured cast". Casting **MB** correctly **is** much, much easier than trying to accurately channel MF. So then casting **MB** more often **is** best for DPS??? NO. **Dropping MB is** a loss, casting **MB** every cooldown **is** also a loss for nearly all of us. The frequency for which you cast **MB is** ultimately up to you, it should be done with comfort to maximize DoT uptime and survivability. Casting **MB** as frequently as possible while maintaining 100% DoT uptime can see gains... if casting **MB** too much results in loss of DoT uptime, as well as casting MF too much results in the loss of DoT uptime; the gain will turn into a loss from the missing DoT ticks (eventually).



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PROFILE EMAIL

themuse

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Mon Mar 22, 2010 4:41 pm

Shadow Priest  
Joined: Mon Dec 01, 2008  
8:48 pm  
Posts: 88  
OFFLINE

There's some serious knowledge in this thread and i like it. Just to throw my two cents in:

First off, all the calculus and finding of derivatives and min/maxing stuff **is** pretty irrelevant if you're not in a proper spot to execute all of your hard-earned knowledge. That's probably the one thing I feel that people should understand and especially in threads like this where a just-enlightened player might say "Hey, this **is** what I read so I'm going to test it out" and next thing you know, you've died to Malleable Goo or something equally embarassing because they were trying to min/max instead of understanding that positioning provides the opportunities to max damage first. I'll leave it up to more knowledgable people like Griemak to enlighten you lot on the math, but I pretty much approach every raid from a movement perspective way before I begin to look at it from a damage perspective. If you find yourself moving too much or thinking about the mechanics of the fight, no amount of math **is** going to help you execute top damage.

With that being said, my personal belief **is** that it takes a near-perfect atmosphere (latency, fps, etc) and almost perfect execution to really see the DPS gain of **dropping** Mind Blast, and that's assuming equal uptime on all of your DoTs. Watching a video of someone like Shin or Muqq will show you that they've pretty much come to the same conclusion of "cast **MB** when it's convenient and otherwise spam the living crap out of MF." Muqq chooses to cast it after every VT refresh and Shin will do it as he sees fit. Does that necessarily mean that they're wrong in their assumptions of when to use it and are they a bad SP because of it? Not at all - they decided these courses of action on their own, and I feel that if you're an SP trying to make a name for yourself then you ought to ask yourself that question. "Mathematically I can finally drop **MB** from the rotation, but

when might be good times to still cast it?" It's when you sit down on fights and begin to figure this stuff out on your own or communicate with someone to come to the best possible solution that you begin to really understand how you might min/max your DAMAGE. No amount of math will save you there - experience and knowledge will always outweigh it.

Summary: I like casting Mind Blast but Mind Flay **is** pretty sweet too so I push both buttons when I feel like it.

Mynameismuse <Vigil>

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utopian

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers Posted: Mon Mar 22, 2010 5:36 pm

Shadow Priest  
Joined: Tue Dec 29, 2009  
7:36 pm  
Posts: 29  
[OFFLINE](#)

I can't even begin to describe how much I agree with muse here. As amazingly informative as this thread **is**, this statement right here **is** what every shadowpriest no matter how good needs to take away from this thread.

*"I'll leave it up to more knowledgable people like Griemak to enlighten you lot on the math, but I pretty much approach every raid from a movement perspective way before I begin to look at it from a damage perspective. If you find yourself moving too much or thinking about the mechanics of the fight, no amount of math **is** going to help you execute top damage. "*

More than anything else, strategic movement maximizes GCD's, maximized GCD's = more casts = more damage. Fitting in 50 extra mf ticks or **MB** casts because their movement was smarter **is** more often than not why top 200 shadowpriests are doing more damage than you are.

<http://www.wowarmory.com/character-shee ... &n=Utopian>

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griemak

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers Posted: Mon Mar 22, 2010 6:10 pm



Shadow Priest  
Joined: Tue Feb 17, 2009  
9:02 pm  
Posts: 525  
[OFFLINE](#)

I would hope that this thread and that statement are not in contradiction, for the next logical step **is** "once I maximize and work on my casting vs. moving time, what **is** the best spell to cast?", which **is** the entire basis of this thread: execution time. The Simulationcraft runs in the OP demonstrates the repeated decision making of which **is** superior (MF vs **MB**)'s consequences over time, not proof nor declaration of the superiority itself. How much you move, when you move, how far you move... eventually you cast, now we dive into the micromanagement of spell choice, this thread. I really do hope people are not standing in Malleable Goo due to MF channeling because they read MF > **MB** from somewhere: that **is** just being a bad raider, notwithstanding the class or spec of said raider.

I also agree fully. Increasing "active time" can have a huge impact on DPS well above and beyond which priority to follow.



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cruxxy

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers Posted: Mon Mar 22, 2010 7:45 pm

Shadow Priest  
Joined: Tue Apr 24, 2007  
6:04 pm  
Posts: 179  
[OFFLINE](#)

People misunderstand the point of theorycrafting. Theorycrafting does not tell you how to play. It helps you optimize your play.

Keep up the great work Griemak

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PROFILE

Dirtyboy

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Tue Mar 23, 2010 8:09 am

Shadow Priest  
Joined: Tue Oct 27, 2009 7:53 am  
Posts: 35

OFFLINE


Well i enjoyed this thread tbh, it really changed alot of gameplay styles for me.

Yes having a high latency and low haste means I keep **MB** in my rotation but here the changed i made to my style since reading this thread.

1. Dropped improved **MB** in talent tree
2. I only cast **MB** when SWD **is** ready. The two together, when they crit in a 25 man raid enrionment I am doing nearly 25k in 1.5 secs.
3. I use **MB** if I feel that replenishment **is** almost dropped
4. During those fights where you have to quickly kill of certain things,(le spikes or Valkyres) then the rotation can get screwed up.

Previously I would cast **MB** , with improved **MB** talent, every time the CD was ready.

Once i get more haste, mainly from changing Reign of Dead to DFO, using **MB** less often **is** the best way to increase DPS. I have personally seen it, even with 800 haste, on a test dummy that casting mind flay more often **is** better in a raid environment.



<http://eu.wowarmory.com/character-sheet.xml?r=Dentarg&n=Dirtyboy>


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PROFILEEMAIL

Harb\_ID

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Tue Mar 23, 2010 4:15 pm



Shadow Priest  
Joined: Fri Feb 27, 2009 1:48 am  
Posts: 380

OFFLINE

Dirtyboy wrote:  
1. Dropped improved **MB** in talent tree

People keep saying this."Let's drop imp. **MB**!" like there **is** another BETTER talent where we should put 5 points into.There isn't.

Dirtyboy wrote:  
2. I only cast **MB** when SWD **is** ready. The two together, when they crit in a 25 man raid enrionment I am doing nearly 25k in 1.5 secs.

No way - **MB** has a cast time and SW:D triggers GCD.SW:D should only be used while moving.You are doing it wrong.

Dirtyboy wrote:  
I have personally seen it, even with 800 haste, on a test dummy that casting mind flay more often **is** better in a raid environment.

Pushing MF priority up too much can hurt uptime of our DoTs, the highest DPET spells we have BY FAR.With 4/5 T10 (and appropriate amount of haste and spellpower), **MB** doesn't suddenly become a bad spell, MF just shortens the gap.

Possibly the best thing you can do **is** to cast **MB** when you see your next DoT to refresh will expire sooner than MF channels up.If there **is** a 2sec before a DoT goes off, MF **is** to be cast.If there **is** a 1,2sec before a DoT expires, **MB is** the answer.This will heighten your DoT uptime with absolutely minimal (if any) dps loss.

Which is worse, ignorance or apathy?Who knows?Who cares?  
I hope shadowfiend will still be able to do damage in 3.1., it's my second "nuke" button next to Inner Focus!

Leap of faith:  
Good news everyone, we can now heal stupidity!  
<http://armory.wow-europe.com/character-sheet.xml?r=Drak%27thul&cn=Brokolice>

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EMAIL

coalgiver

Post subject: Re: Patch 3.3 Tier 10 Bonus: Mind Flay vs. Mind Blast Answers

Posted: Wed Mar 31, 2010 7:52 am

Shadow Priest  
Joined: Sun Feb 01, 2009  
2:59 am  
Posts: 7  
[OFFLINE](#)

Jag good job only have one problem and that **is** on your first opener with t10 you say

vt-dp-flay-swp-**mb**-fiend-flay-vt

I think it should be vt-dp-flay-swp-**mb**-fiend-flay-flay-vt. This might be a haste thing, but I'm able to do it in my opener and continue there on pretty much exactly on spot with every other bit in your set up there on the first page.

Even though it's impossible to have an exact rotation, because at some point a spriest **is** gonna have to move, it was at least a decent attempt and it does explain why not casting mind blast every single time it's up **is** sometimes better. Good topic and a lot of information here.

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